NECRONS

NEMESOR ZAHNDREKH [LEGENDS]

85 PTS

M	T	SV	W	LD	OC	
5"	5	2+	6	7+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of light	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Nemesor Zahndrekh [Legends]

Equipped with: Staff of light

ABILITIES

CORE - Leader

Counter-tactics
Once per battle, after your opponent uses a Stratagem, if this model is on the battlefield, it can use this ability If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

Transient Madness
While this model is leading a unit, at the start of your Command phase, roll one D6: until the start of your next Command phase, weapons equipped by models in that unit gain the ability below that corresponds with that roll:

- 1-2: [SUSTAINED HITS 1]
- 3-4: [LETHAL HITS]
- 5-6: [DEVASTATING WOUNDS]

Leader
This model can be attached to the following units: IMMORTALS, LYCHGUARD, NECRON WARRIORS

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:
- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.